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# MEGAMAN X COMMAND MISSION™

EVERYONE

E

CONTENT RATED BY ESRB

CAPCOM

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**Read Before Using Your PlayStation®2 Computer Entertainment System.**
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**Warning to Owners of Projection Televisions:**
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**Use of Unauthorized Product:**
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**Handling Your PlayStation 2 Format Disc:**
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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**A Special Message from CAPCOM**

Thank you for selecting MEGA MAN X COMMAND MISSION™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.


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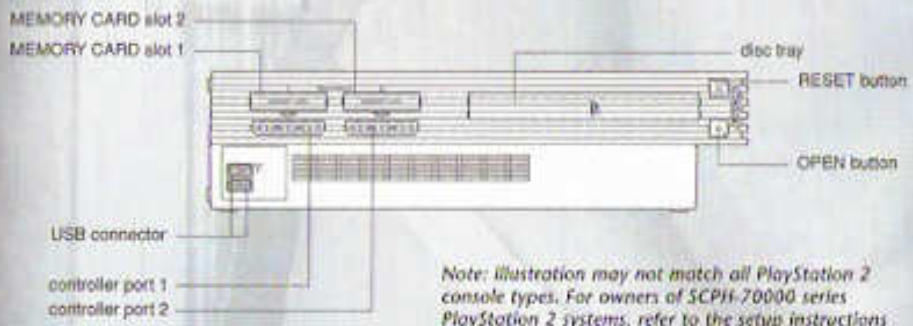
# GETTING STARTED




*Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MEGA MAN X COMMAND MISSION™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

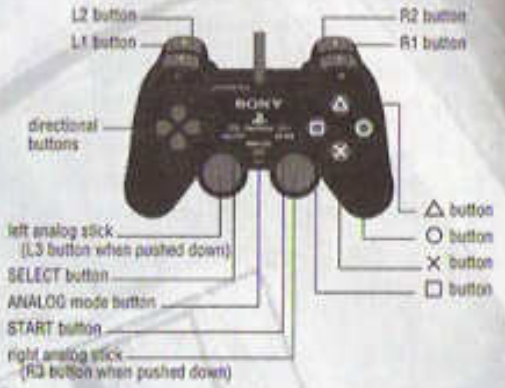


# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

- You can turn the controller's vibration function on/off in Option Mode.




## BASIC CONTROLS

### IN THE FIELD

| | |
|---|---|
| left analog stick/directional buttons | Cycle through menu options |
| left analog stick | Move character |
| L1 or R1 button | Zoom Mini-Map in/out |
| L2 or R2 button | Reset camera (behind character) |
| △ button | Dash/Cancel |
| ○ button | Open/Close Sub Screen |
| □ button | (Not used in the field) |
| × button | Investigate/Speak/Select |
| right analog stick | Move camera |
| SELECT button | Open Block Map |
| START button | Pause Menu |

### IN BATTLE

| | |
|---|---|
| left analog stick/directional buttons | Move cursor |
| L1 button | Defense |
| R1 button | (Not used in battle) |
| L2 button | Rotate party members (switch active character) |
| R2 button | Action Trigger |
| △ button | Open X Menu/Cancel |
| ○ button | Sub Weapon Attack |
| □ button | Sub Weapon Attack |
| × button | Main Weapon Attack/Select |
| right analog stick | Use Cinnamon's Action Trigger |
| SELECT button | (Not used in battle) |
| START button | Pause Menu |

# X vs. THE REPLOID REBELS!

In 22xx A.D., an unheard-of mineral substance known as Force Metal was extracted from the debris of the small planet 2202XA8. Almost immediately, Force Metal technology revolutionized the field of Reploid Engineering.

On the artificial island of Gigantis, a massive facility was constructed for the purpose of mining Force Metal. Everything seemed to be in working order...until...

... a band of renegade Reploids equipped themselves with weapons and instigated a revolt in one sector of the island. The government branded Epsilon, the mastermind of the revolt, as a Maverick and dispatched a Maverick Hunter Team to Gigantis.

X and his team are once again on the hunt....

## HEROES & FRIENDS

**X**

A commander of Troop Unit 17, X is a legendary Maverick Hunter who has solved numerous cases. He's been dispatched by the government to bring the insurrection on Gigantis under control.

- With a one-hit knockout from his X Buster, X mops the floor with his enemies.

**ZERO**

He's a go-getter, S-Class Hunter. He's a commander of Special Forces Unit 0 and with his cool personality takes a relaxed approach to emergencies. Together with X and Shadow, Zero makes his way to Gigantis.

- With a Z Saber of incomparable strength, Zero breaks enemies in two.

**AXL**

He's an S-Class Hunter along with X and Zero. He balances his youthful personality with controlled aggression. He's traveled to Gigantis alone to search for the secrets surrounding his birth.

- With the power of transformation and a powerful gun, he tosses his enemies about.

**SPIDER**

He's often selfish and always on the lookout for opportunities to put himself first. In spite of that, Spider is a valuable friend.

**MASSIMO**

He's a colossal man protected by powerful armor. Beneath his tough exterior hides a cowardly heart.

**CINNAMON**

She's a warm-hearted nurse Reploid who regards Professor Gaudile as her father. Lovingly cared for in the laboratory for her entire life, Cinnamon is out of touch with the world. She always goes her own way, but her inner core is solid....

**MARINO**

Although a thief, she has a policy of being more than a mere crook. In fact, she is gallant and courageous and despises crookedness. Marino is always upbeat and never worries.

**SHADOW**

Shadow is dispatched to Giga City along with X and Zero as a hot-shot Maverick Hunter.

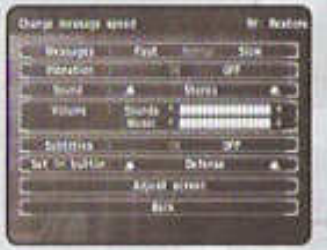
**RIDEPS**

Rideps is the Commander-in-Chief supervising the suppression of the rebel army. X and his friends know they can depend on him.

# MAIN MENU

A demo introduces you to the game. Close the Demo Screen by pressing the ⊗ or START button to transfer to the Main Menu. Use the left analog stick or directional buttons to cycle through the options. Press the ⊗ button to make selections.

- NEW GAME — Start the game from the beginning.
- LOAD — Resume a saved game at the last point saved (see SAVING below).
- OPTIONS — Adjust game settings. Press the left analog stick or directional buttons ↑/↓ to cycle through the options, and ←/→ to change the settings.
  - –MESSAGES: Set the speed of conversations.
  - –VIBRATION: Turn the controller's vibration function ON/OFF.
  - –SOUND: Select STEREO, MONO or DOLBY® PRO LOGIC® II. (This game is presented in Dolby® Pro Logic® II. Connect your PlayStation 2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
  - –VOLUME: Adjust the volume of the game's sound effects and background music.
  - –SUBTITLES: Set the display of story subtitles ON/OFF.
  - –SET L1 BUTTON: Assign the L1 button to a command in the X Menu for use in battle.
  - –ADJUST SCREEN: Center the game screen on your TV screen.

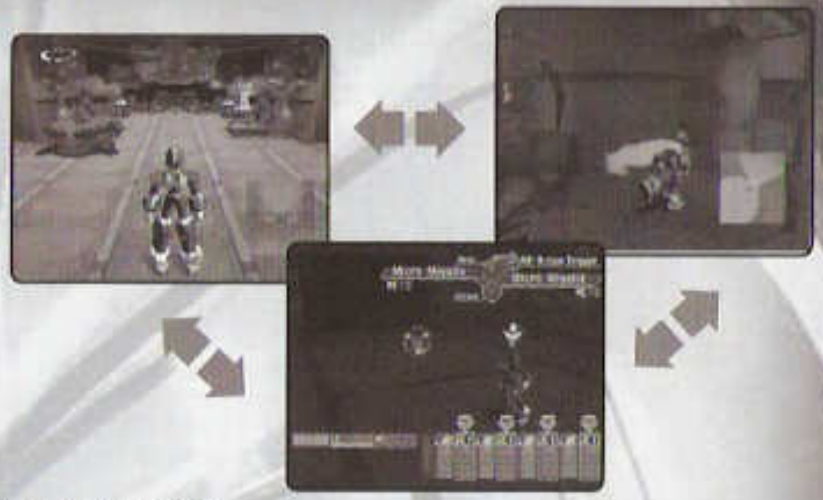


## SAVING

You can save your game progress at a saving device in-game, or after completing a scenario/mission/stage. You must have a memory card in MEMORY CARD slot 1 or 2 with at least 100KB of free space in order to save data. Do not remove the memory card or turn off the power to the system while data is being saved or loaded.



# GAME FLOW



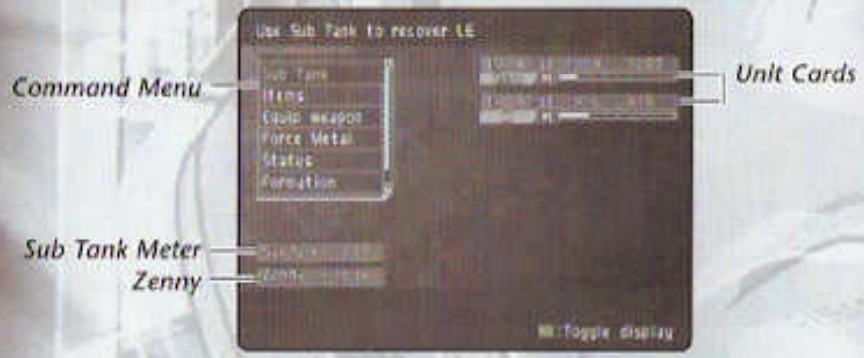
- HUNTER BASE
  You transfer into each adventure stage from Hunter Base. Clear the stages sprinkled throughout Giga City to proceed through the story.
- STAGES
  Throughout the stages all kinds of mechanisms and enemies appear to obstruct your progress. Find a way to make it through while clearing these obstacles.
- BATTLE
  As you explore each stage, battles will occur with a variety of different enemies. Sometimes X will enter the fray on his own; at other times you will match up your friend's power to destroy the enemy.
- CUSTOMIZE
  If you prevail in battle, you acquire experience points and items you can use to customize your character.
- DEPLOYMENT
  At Hunter Base, gather the enemies you have turned into friends and deploy them all over Gigantis as a Scouting Force. When you go out on Reconnaissance and Search missions, you can obtain rare items and information not available in the main story.
- SKY ROOM
  Store special items acquired in Hunter Base, in dungeons, and in battle in the Sky Room. You can decorate the room with posters and figures.

# FIELD SCREEN

This is where you explore the stage and collect items and information.

- Your character is always in the center of the Field Screen.
- Check the map to confirm your location in the stage. Depending on the location, you may need to obtain items on the map display.
- Press the SELECT button to view the Block Map.
- Press the ◉ button to open the Sub Screen.

## SUB SCREEN




## SUB SCREEN ELEMENTS

- COMMAND MENU — Here you can select the following commands:
  - –SUB TANK: Each Sub Tank holds 100% of your character's Life Energy (LE). The Sub Tank's contents are consumed when you regenerate LE, and restored when you return to Hunter Base. You can get more Sub Tanks from your Carry Items. Collect four to obtain one Sub Tank Part.
  - –ITEMS: This command uses your items. Press the L1 or R1 button to cycle through CONSUME ITEM, MAIN WEAPON, SUB WEAPON, FORCE METAL and KEY ITEMS.
  - –EQUIP WEAPON: This equips the Main Weapon and Sub Weapon. Select an equipped weapon and then select from the other available weapons on the list. Confirm the switch by checking the Ability Points Window.
  - –FORCE METAL: This equips Force Metal, a metal alloy with mysterious powers. When equipped, it significantly increases a character's abilities. However, the stronger the Force Metal, the greater the burden on the user, so equip Force Metals with care.
  - –FMG: Use FMG (Force Metal Generator) to refine Force Metal. You can only do this after befriending Cinnamon. Sometimes unknown Force Metals will be refined...!
  - –STATUS: Check here to confirm each character's status, level, ability, current status, equipment, attributes, etc. (See page 10 for more details.)
  - –FORMATION: Use this to change the turn lineup of your party, substituting an alternate member for the in-battle character.
  - –OPTIONS: Change game options. (See page 6 for information.)
  - –HELP: Stuck? Try this.
- SUB TANK METER — remaining LE (Life Energy) in the Sub Tank.
- ZENNY — Your cash on hand.
- UNIT CARDS — Check the status of X and friends.
- DATA — Displays a brief explanation of the selected item.
- FME — (not shown) Force Metal Energy. It displays points used to refine Force Metals.

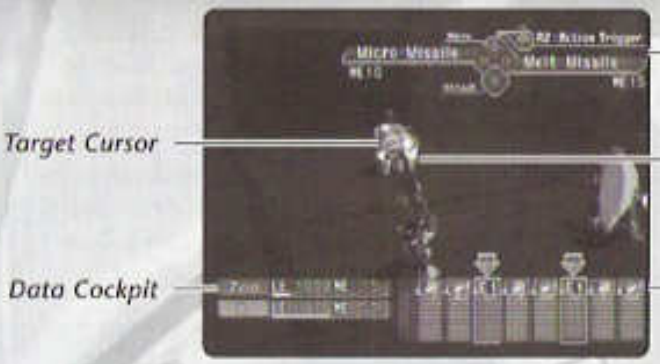
## STATUS

You can check the following abilities and levels for each character in the Sub Screen's Status Window:

- LV — The level of the character's strength. The higher the level, the higher the character's ability.
- LE — The Life Energy that moves the character. If LE drops to zero, the character is unable to move. A character's LE is stored in Sub Tanks. When the character moves up one level, the LE is regenerated.
- WE — This is Weapon Energy, required for using a skill or technique (up to 100%). It is regenerated every time the character's turn comes around in battle. In a battle, the WE Regenerative Amount is determined by the WE Gain.
- ABILITY — The character's ability level changes depending on the weapon, Force Metal, or LV. The higher the level, the more useful each one will be.
  - -POWER: Increases damage inflicted on the enemy.
  - -ARMOR: Lowers damage from hand-to-hand attacks.
  - -SHIELD: Lowers damage from shooting attacks.
  - -SPEED: Speeds up the action turns in mid-battle.
- ATTRIBUTES — The higher the level of the attribute, the higher the level of resistance against attacks that have that attribute.
  - -FIRE: Level of resistance against fire attacks.
  - -WATER: Level of resistance against water and water attacks.
  - -THUNDER: Level of resistance against electric attacks.
- EXP — Shows a character's required/acquired Experience Points. The character must gain the required number in order to move up one level. You collect EXP by defeating your enemies.

In the Status Window, press the R1 button to switch between Hyper Mode Number displays.

# BATTLE SCREEN




When you encounter an enemy, you automatically switch to the Battle Screen.

- TARGET CURSOR — Shows the attack target.
- FS METER — (Not shown.) Shows conditions for initiating a Final Strike.
- DATA COCKPIT — Shows the in-battle character's status. LE is Life Energy, the character's physical power. When this drops to zero, the character can no longer fight. WE is Weapon Energy, which fluctuates between 0%–100%.
- COMMAND NAVI — Shows attack button controls. (See page 12.)
- ACTION CURSOR — Appears above the currently active character.
- X ORDERS — Show the X Order and Battle Status for each character in real time. (See page 13.)

Press the △ button during battle to open the X Menu. (See page 12.)

## FINAL STRIKE

- WHAT IT IS — Final Strike (FS) is an incredible attack that three characters together can perform with powerful special weapons.
  - –When you press the ✕ button, three characters can simultaneously execute a continuous attack with the main weapon!
  - –By pressing the ○ and □ buttons simultaneously, you can use the powerful Micro Missile to make an overall attack.
- HOW TO GET IT — If in one turn you manage to decrease your enemy's physical power by 75%, you'll receive a Final Strike as a bonus turn! For example, when your enemy's remaining LE is at 80%, if you can reduce the meter to 20% (the meter turns orange) in one turn, you'll summon the power of FS!
  - –You must have three battle members together to start up FS.
  - –You cannot use FS if your command input is affected by a Berserk or Freeze condition.
  - –FS can only be used one time per character in a single battle.

- FS METER — On the Battle Screen, this shows the enemy's remaining LE as a full meter (100%). If in one attack you manage to decrease the meter to the orange level, you'll be able to set FS in motion. Completely destroy all enemies at once!
- FS TIME LIMIT DISPLAY — When you get a Final Strike opportunity, you have 3 seconds to signal your acceptance by pressing the FS Startup button. The FS Time Limit Display then appears and you can initiate your FS. Once the meter is depleted, the FS is over. (See below for more information.)

## COMMAND NAVI

On the Battle Screen, the Command Navi shows the button controls and actions you can perform.

- SUB WEAPON ATTACKS — Using a Sub Weapon (default ● and ● buttons) consumes WE and ends your turn. The Command Navi shows the Sub Weapon technique name and WE consumption.
- ACTION TRIGGER — This special weapon (default R2 button) is different for each character (see page 14). Using the Action Trigger consumes WE and ends your turn. You cannot use the Action Trigger when your WE is at less than 50%.
- X MENU — Use the ▲ button (default) to open the X Menu and using its commands:

  –SUB TANK: Use a Sub Tank to regenerate your LE. Once you use it, your character's turn is finished.

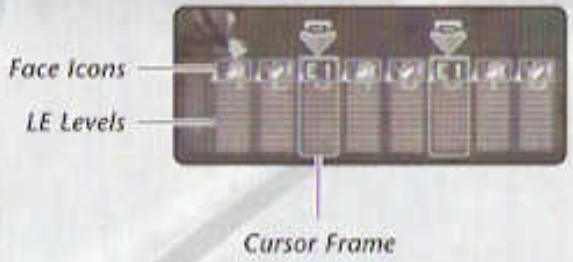
  –ITEMS: Use certain items.

  –DEFENSE: Cut an enemy's attack by 75% for that turn. This command also fully protects a character against abnormal circumstances.

  –HYPER MODE: Lets you do battle with all the character's abilities powered up. Hyper Mode is limited: after a certain period of time it will wear off. You can turn Hyper Mode off manually with the Cool Down command. Regenerate a character's Hyper Mode usage time by resting at Hunter Base or increasing a level.

  –RUN: Retreat before you're defeated!
- MAIN WEAPON ATTACK/FS STARTUP — Use the ✕ button (default) to attack with your Main Weapon and end your turn. To start up a Final Strike, press the ✕ button during the 3 seconds allowed for acceptance input. A Final Strike meter will appear and you can initiate your FS.






## X ORDERS

Check this section of the Battle Screen to see the X Order and Battle Status of each character in real time. This allows you to control each character's action turn. Read the orders horizontally for a forecast of actions that will occur during the next eight turns. Read the meters vertically to see current LE levels.

- FACE ICONS — Show the characters who will respond to the orders.
- LE LEVELS — Display each character's remaining LE.
- CURSOR FRAME — Marks the character currently selected. Each character is allowed one action per turn.

## SPOILS OF BATTLE

Defeating enemies is the way to acquire Zenny, FME, EXP and items. Even if you defeat only one enemy, you can still gain some of these essentials.

## ROTATION

You can change warriors in mid-battle. If you want to replace a character, press the L2 button at the beginning of that character's turn. You'll then be able to rotate in an alternate character to take the turn.

## ESCAPE!

You can retreat from battle with the RUN command. Until you run away, even if you defeat just one enemy you can acquire battle spoils. However, the Zenny, FME, and EXP will be only 1/4 of what they would be if you had defeated the enemy.

# ACTION TRIGGER

Action Triggers are special weapons, unique to each character. Using an Action Trigger consumes WE, so the more weapon energy you have when you strike with this weapon, the more powerful your attack will be. Press the R2 button while a character is moving to set the Action Trigger in motion. You must have at least 50% of your total WE remaining to use the Action Trigger.

### X'S CHARGE SHOT

WE Ratio = Charge Amount

- ⊗ button hold to charge; release to fire
- An all-around attack is one in which a large charge amount is increased with each WE point.

### ZERO'S COMMAND ARTS

WE Ratio = Input Acceptance Time

- Left analog stick or directional buttons+⊗ button
- Input the command several times within a fixed time frame to unleash this single attack.

### AXL'S DNA CHANGE

WE Ratio = Input Acceptance Time

- ⊗+△+◎ buttons
- Press the buttons to input DNA patterns of defeated bosses within the time limit. If you correctly input the pattern, it will transform into a boss and attack the enemy.

### SPIDER'S FORTUNE CARD

WE Ratio = First Card

- ⊗ button to select card; R2 button to trade card or attack
- Spider plays Draw Poker, and his attack changes depending on his final hand. The more WE points he has, the better the cards will be.

### MASSIMO'S BERSERK CHARGE

WE Ratio = Input Acceptance Time

- ⊗+△+▣+◎ buttons
- To unleash this single attack, press the buttons repeatedly at the time of attack for an added effect. The added effect is different with each button pressed.

### MARINO'S EMOTIONAL REEL

WE Ratio = Reel Speed

- ⊗ button to stop the reel
- Spin the reel to initiate a technique with special effects depending on the outcome.

### CINNAMON'S ANGELIC AIDE

WE Ratio = Input Acceptance Time

- Right analog stick
- Regenerate Cinnamon's LE by "stirring" the right analog stick round and round. The ratio of regeneration increases as you rotate the control.

What other Action Triggers can you find?

# FORCE METAL

This is a metal alloy with special powers that fell from outer space. The Reploids and Mechanoids who used Force Metal were superior to other Reploids up until now in agility and decision-making ability. However, the energy these Force Metals exude has some side effects, which are magnified in mechanical brains. This is one possible explanation of irregularization.

X and his friends can also use Force Metals. The brain erosion caused by the energy emitted by Force Metals has the same effect on X and his friends.

## EQUIPPING FORCE METALS

Force Metals have Erosion Points ranging from 0–99. The stronger the Force Metal the greater the Erosion Points. Characters have Resistance Points to Force Metals. When Resistance Points and Erosion Points are exceeded, it's possible that penalties will occur. Resistance Points increase when you move up a level, and it may then be possible to equip Force Metals without penalties.

Just before a battle, the penalties show up in certain probabilities. During that battle only, maximum LE points and WE increase amounts fluctuate. Risking a penalty and equipping yourself with a strong Force Metal is one strategy to winning this game.

Each character can load up a different number of Force Metals:

| | | | |
|---|---|---|---|
| X=4 | Axl=4 | Massimo=2 | Cinnamon=3 |
| Zero=3 | Spider=4 | Marino=3 | |

# FMG

The FMG System allows you to use Cinnamon's Force Metal Generator to refine optional Force Metals. To do that, you must put four things in order: Cinnamon's Level, Ingredients, Force Metal Energy (FME) and Recipes.

- CINNAMON'S LEVEL — With each Force Metal, the required levels are set up.
- FME — You obtain Force Metal Energy by defeating your enemies. If you defeat an enemy during FS an FS Bonus is added, and you earn a bonus amount of FME.
- INGREDIENTS — Any combination of Force Metal, Consume Items and Sub Weapons depending on the expected result.
- RECIPES — Fulfilling certain conditions gives you these. A recipe's required ingredients for refining are displayed as Recipe Data. Depending on the Force Metal, there are several different conditions for Recipe acquisition. Until a Recipe is revealed, its acquisition conditions are displayed in the Recipe Area.

Purify various Force Metals to obtain ones that suit you! However, some FMG cannot be refined.

# GAME OVER

When all characters are defeated in battle, you'll end up on the Game Over Screen where you can choose:

- RETRY — Challenge your enemies again.
- LOAD — Move on to the Load Screen where you can resume a saved game.
- GAME OVER — Return to the Main Menu where you can start a new game.

# ABNORMAL CONDITIONS

- VIRUS
  - PHENOMENON: At the end of a character's turn this causes a maximum of 5% damage to LE. It does not come around to alternate members, so they do not sustain damage.
  - MAIN REGENERATIVE METHOD: Use the Vaccine Program or faint.
- BLIND
  - PHENOMENON: Enemy hit probability is reduced to -25%, and hit probability from enemy attacks is increased by 50%.
  - MAIN REGENERATIVE METHOD: Use Clear Vision or faint.
- FREEZE
  - PHENOMENON: Become unable to move for a certain period of time. When the character's turn comes around, that character will be passed over. If the character gets hit by the enemy while frozen, the character will sustain a great deal of damage.
  - MAIN REGENERATIVE METHOD: Use the Warm Up, or end the battle. Get hit with an attack that causes damage to LE (Life Energy). Eight turns will pass.
- BIND
  - PHENOMENON: Your Speed Status will be halved.
  - MAIN REGENERATIVE METHOD: Use Anti-Lock or end the battle. Eight turns will pass until the condition dissipates.
- BERSERK
  - PHENOMENON: The character becomes non-operational. Friend or enemy, the character will attack at random.
  - MAIN REGENERATIVE METHOD: Use Cool Down or end the battle. Get hit and sustain damage to LE. Eight turns will pass until the condition dissipates.
- DOA
  - PHENOMENON: If blindsided with a Sudden Death Attack, the character is knocked down in one blow.
  - MAIN REGENERATIVE METHOD: Use Reboot to end the battle. When the battle is over, LE will be at 1 and you will be unable to acquire EXP.

If you move up a level, all abnormal conditions will be reversed. After a battle, all abnormal conditions will be reversed except Virus and Blind.

# SURVIVAL TRAINING

## COLONEL RIDEPS'S SPECIAL TRAINING COURSE

- **THINK AT LEAST 8 MOVES AHEAD!**
  Depending on how your sub-weapon is used, the friend who's turn is next can support you. Always check the X Order, and keep your eyes open for the next round of action!
- **A MAVERICK HUNTER IS NEVER DEFEATED!**
  Overcome your limits and power up Hyper Mode. You don't have a lot of time to use this, but if you think it's necessary, don't hesitate! You will certainly not regret it.

## NANA'S BATTLE STRATEGY NAVIGATION

- **LE IS VERY IMPORTANT!**
  As a Maverick Hunter, you never know when you're going to be attacked. So you've got to be diligent about regenerating your LE. In particular, when you don't have many friends in your party, it's a good idea to regularly check your LE.
- **IT'S ONLY GOOD IF YOU GIVE IT YOUR ALL!**
  After a battle, the WE necessary for an attack is restored. So it's OK to use all your WE in one battle. Hang in there and do your best!

## PROFESSOR GAUDILE'S BATTLE TACTICS REPORT

- **SOMETIMES YOU'VE GOT TO BE BRAVE ENOUGH TO RUN!**
  According to research, if things get too dangerous it's OK to bow out gracefully or substitute in one of your good friends. Avoiding useless battles is another way.
- **MASTER THE ACTION TRIGGER OPERATION!**
  A special operation is required for the built-in special weapon, the Action Trigger. In order to maximize its effects, get used to operating it on a routine basis.



# MEGA MAN® X8 TRIAL VERSION

Obtain certain items during MEGA MAN X COMMAND MISSION™ to unlock the MEGA MAN® X8 trial version demo.

- The MEGA MAN X8 demo is a 1 Player game. To play, connect the DUALSHOCK®2 analog controller to controller port 1.
- This trial version is for use only with the DUALSHOCK®2 analog controller. There is no vibration function in this demo.
- The controls below are exclusive to the trial version and are not used with the product version.

### MEGA MAN X8 DEMO CONTROLS

| | |
|---|---|
| left analog stick/directional buttons | Move character/Aim (Ax1) |
| L1 or L2 button | Character change/Rescue change |
| R1 or R2 button | Double Team Attack |
| △ button | (Not used) |
| ○ button | Dash/Select item |
| □ button | Attack |
| ✕ button | Jump |
| right analog stick | (Not used) |
| R3 button | (Not used) |
| START button | Start game |

## MEGA MAN X8 GAME SCREEN

- ATTACK GAUGE — When the gauge is full you can use the Double Team Attack (see below).
- LIFE ENERGY GAUGE — When the Life Energy Gauge reaches 0, your character automatically changes to the sub-character. When the sub-character's life energy level reaches 0, the game ends.

## ATTACKS

- RAPID FIRE — Hold down the □ button for Rapid Fire. Use the directional buttons or left analog stick to aim. You can use Rapid Fire while jumping.
- CHARGE SHOT — Press the □ button continuously for a certain period of time to shoot off a Charge Shot.
- STREAM ATTACK (ZERO) — Press the □ button with the correct timing to perform a Stream Attack.

## CHANGES

- PLAYER CHANGE — Press the L1 or L2 button to switch between the main character and sub-character. If the Life Energy Gauge of the sub-character has reached 0, you can't use that character.
- RESCUE CHANGE — If the main character is captured, press the L1 or L2 button to send a sub-character to the rescue!
- DOUBLE TEAM ATTACK — When the Attack Gauge is full, press the R1 or R2 button to attack alongside the sub-character(s).

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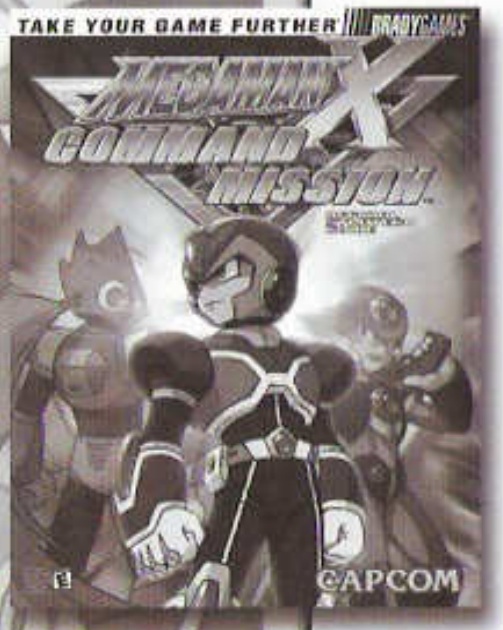


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